

Andrew Vergara

Interactive Designer/Developer

Aliso Viejo, CA, USA

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<http://www.drewvergara.com>

I am a digital creative. What does that mean? Quite simply it means that I create things consumed in the digital environment. I design, develop and animate all things in the digital world. I have created work for public installations, mobile devices, tablets, television and the web. If there is a digital medium I have yet to create for, I can't wait to get started on it.

Specialties

Design:

After Effects, Flash, Photoshop, Premiere, Quartz Composer, Blender

Programming:

Objective-C/Cocoa Touch Framework, openFrameworks, Processing, Cinder, JavaScript, jQuery, ActionScript 3.0, OpenGL, Objective-J/Cappuccino Framework, HTML, CSS, node.js, PHP, Ruby/Ruby on Rails, XML, MySQL, SQLite

WORK EXPERIENCE

Newport Beach, CA,
USA

Jan 2011 – Feb 2013

Juxt Interactive

Interactive Developer/Designer

JUXT Interactive is an award-winning interactive design agency with offices in San Francisco and Newport Beach. With a commitment to human engagement, we partner with business leaders to design and develop groundbreaking, cross-platform solutions to meet the ever-increasing demands of the marketplace and digital culture. Some clients include Honda, Toyota, Lexus, Sprite, Cisco and Clear Channel.

Irvine, CA, USA

Oct 2012

Super Toy Box

Creative

Super is a design oriented sports and technology company. We create software and hardware that helps the everyday athlete become better.

CA, USA

Jan 2012

Of Robot & Giants

Contributing Creative

Of Robots & Giants is a group of designers, coders and artists who have a great desire to create grand interactive experiences. We love crafting and engineering objects, people and spaces into engaging experiences.

Los Angeles, CA, USA

Aug 2009 – Jan 2011

72andSunny

Front-End Digital Developer

72andSunny is a modern full-service design and advertisement agency dedicated to unleashing creativity across all platforms. My main job responsibilities were to develop/design numerous websites, micro-sites and iPhone applications for high profile and globally recognized clients such as Carl's Jr./Hardee's Restaurants, Hewlett-Packard, 2K Sports, Bugaboo, PACSUN, Surfrider Foundation and K-Swiss.

Irvine, CA, USA

May 2008 – Aug 2009

Drawloop Technologies

Technical Analyst

Drawloop Technologies is a web-based document automation service company. While at Drawloop I designed, developed, implemented and maintained the Content Management System for the Drawloop Corporate Web Site, designed UI components for use with the Drawloop web application site, developed an online video library system and participated in strategic development of new products and services. While practicing the stated responsibilities the following technologies were used: PHP, CSS, the jQuery JavaScript library and WordPress as a CMS.

EDUCATION

Los Angeles, CA, USA
Sep 2010 – Jun 2012

University of California - Los Angeles
Design Communication Arts

Irvine, CA, USA
Sep 2004 – Jun 2008

University of California - Irvine
Applied Mathematics

LANGUAGES

English (Native), **Filipino** (Conversational), **Japanese** (Beginner)

SKILLS

Interactive Development, Web Design, Interactive Design, HTML, CSS, Adobe InDesign, Adobe Flash, Web Development, Adobe After Effects, JavaScript, Processing, Adobe Premier, JQuery, Adobe Photoshop, HTML5, C++, OpenFrameworks, Unity3D, Xcode, Objective-C

AWARDS

2012

One Page Love
Featured